Applicant : Miroslav Cina   Attorney's Docket No.: 13913-119001 / 2003P00359
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Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A computer program product, tangibly embodied in a machine-readable storage device, the computer program product being operable to cause data processing apparatus comprising a client and a server to perform operations comprising:

displaying[[,]] on a display device of the client, a transaction screen received from the server, the transaction screen containing data for a transaction;

waiting to receive user input to the transaction screen; and

automatically refreshing the transaction screen on the client with updated data if user input to the transaction screen is not received by the server within a pre-determined period of time, wherein refreshing the transaction screen comprises:

starting a timer that times out after a pre-determined period of time has lapsed;

once the timer times out, simulating user input requesting that the transaction screen be refreshed, the simulating being performed by the server; and

refreshing the transaction screen with updated data in response to the simulated user input.

2-3. (Canceled)

4. (Currently Amended) The product of claim 1 [[3]], wherein the server is a transaction processing application whose execution involves multiple phases including:

a first phase that involves displaying a transaction screen;

a second phase that involves waiting for user interaction with the transaction screen; and

a third phase that involves processing user interaction with the transaction screen.

5. (Currently Amended) A method comprising:

      displaying[[,]] on a display device <u>of a client</u>, a transaction screen <u>received from a server, the transaction screen</u> containing data for a transaction;

      waiting to receive user input to the transaction screen; and

      automatically refreshing the transaction screen <u>on the client</u> with updated data if user input <u>to the transaction screen</u> is not received <u>by the server</u> within a pre-determined period of time<u>, wherein refreshing the transaction screen comprises:</u>

            <u>starting a timer that times out after a pre-determined period of time has lapsed;</u>

            <u>once the timer times out, simulating user input requesting that the transaction screen be refreshed, the simulating being performed by the server; and</u>

            <u>refreshing the transaction screen with updated data in response to the simulated user input.</u>

6-7. (Canceled)

8. (Currently Amended) The method of claim <u>5</u> [[7]], wherein the server is a transaction processing application whose execution involves multiple phases including:

      a first phase that involves displaying a transaction screen;

      a second phase that involves waiting for user interaction with the transaction screen; and

      a third phase that involves processing user interaction with the transaction screen.

9. (Currently Amended) A system An apparatus comprising:

      a server;

      a client, the client including:

      _____means for displaying[[,]] on a display device of the client, a transaction screen received from the server, the transaction screen containing data for a transaction; and

      the server including:

      _____means for waiting to receive user input to the transaction screen; and

      _____means for automatically refreshing the transaction screen on the client with updated data if user input to the transaction screen is not received by the server within a pre-determined period of time, wherein the means for refreshing the transaction screen comprises:

            means for starting a timer that times out after a pre-determined period of time has lapsed;

            means for, once the timer times out, simulating user input requesting that the transaction screen be refreshed; and

            means for refreshing the transaction screen with updated data in response to the simulated user input.

10-11. (Canceled)

12. (Currently Amended) The system apparatus of claim 9 [[11]], wherein the server is a transaction processing system whose execution involves multiple phases including:

      a first phase that involves displaying a transaction screen;

      a second phase that involves waiting for user interaction with the transaction screen; and

      a third phase that involves processing user interaction with the transaction screen.

13. (Currently Amended) A computer program product, tangibly embodied in a machine-readable storage device , the computer program product being operable to cause data processing apparatus <u>comprising a client and a server</u> to perform operations comprising:

      displaying[[,]] on a display device <u>of the client,</u> a transaction screen <u>received from the server, the transaction screen</u> containing data for a transaction;

      waiting to receive user input to the transaction screen; and

      if user input <u>to the transaction screen</u> is not received <u>by the server</u> within a pre-determined period of time, automatically refreshing the transaction screen <u>on the client</u> with updated data by simulating user input requesting that the transaction screen be refreshed<u>, the simulating being performed by the server.</u>

14. (Previously Presented) The product of claim 13, wherein simulating user input requesting that the transaction screen be refreshed comprises:

      starting a timer that times out after a pre-determined period of time has lapsed;

      once the timer times out, simulating user input requesting that the transaction screen be refreshed; and

      refreshing the transaction screen with updated data in response to the simulated user input.

15. (Canceled)

16. (Currently Amended) The product of claim <u>13</u> [[15]], wherein the server is a transaction processing application whose execution involves multiple phases including:

      a first phase that involves displaying a transaction screen;

      a second phase that involves waiting for user interaction with the transaction screen; and

      a third phase that involves processing user interaction with the transaction screen.

17. (Currently Amended) A method comprising:

 displaying[[,]] on a display device of a client, a transaction screen received from a server, the transaction screen containing data for a transaction;

 waiting to receive user input to the transaction screen; and

 if user input to the transaction screen is not received by the server within a pre-determined period of time, automatically refreshing the transaction screen on the client with updated data by simulating user input requesting that the transaction screen be refreshed, the simulating being performed by the server.

18. (Previously Presented) The method of claim 17, wherein simulating user input requesting that the transaction screen be refreshed comprises:

 starting a timer that times out after a pre-determined period of time has lapsed;

 once the timer times out, simulating user input requesting that the transaction screen be refreshed; and

 refreshing the transaction screen with updated data in response to the simulated user input.

19. (Canceled)

20. (Currently Amended) The method of claim 17 [[19]], wherein the server is a transaction processing application whose execution involves multiple phases including:

 a first phase that involves displaying a transaction screen;

 a second phase that involves waiting for user interaction with the transaction screen; and

 a third phase that involves processing user interaction with the transaction screen.

21. (Currently Amended) A system An apparatus comprising:

    a server;

    a client, the client including:

        _____means for displaying[[,]] on a display device of the client, a transaction screen received from the server, the transaction screen containing data for a transaction; and

    the server including:

        _____means for waiting to receive user input to the transaction screen; and

        _____means for automatically refreshing the transaction screen on the client with updated data if user input to the transaction screen is not received by the server within a pre-determined period of time by simulating user input on the server requesting that the transaction screen be refreshed.

22. (Currently Amended) The system apparatus of claim 21, wherein the means for automatically refreshing the transaction screen if user input is not received within a pre-determined period of time comprises:

    means for starting a timer that times out after a pre-determined period of time has lapsed;

    means for, once the timer times out, simulating user input requesting that the transaction screen be refreshed; and

    means for refreshing the transaction screen with updated data in response to the simulated user input.

23. (Canceled)

24. (Currently Amended) The system apparatus of claim 21 [[23]], wherein the server is a transaction processing system whose execution involves multiple phases including:

    a first phase that involves displaying a transaction screen;

    a second phase that involves waiting for user interaction with the transaction screen; and

    a third phase that involves processing user interaction with the transaction screen.